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Subject: Re: Renegade Mod

Posted by [Tupolev TU-95 Bear](#) on Sat, 25 Sep 2010 22:06:14 GMT

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Anon wrote on Sat, 25 September 2010 22:47 Just another fail project... This is never going to happen. Especially with that attitude.

I am currently busy contacting Crystal Dynamics, Eidos and Activision to get permission to make an Unreal 3 version of the game Pandemonium. I have sent about 20 e-mails already in the past 6 months. No clear response yet. Until I have permission I will not start recruiting people. « The correct way.

What Omar is trying to say is, first get your things sorted out. Make sure you have permission from Epic Games and EA Games, until then your project is just another "NO GO" project.

Exactly, it seems your not listening to Omar or Anon.

So really, if you dont understand > If your mod is not given permission and your team had worked on it for nothing, well thats it.....

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